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Jaes's Betrayal

By Zachary

Quest Background

You were sitting in the local tavern when a newsboy came dashing in. "Jaes has destroyed Talimar! He's headed this way!" Everyone started running around when the bartender told you, "Go and kill Jaes before he gets here. Come back with his head and you will be greatly rewarded and treated as a hero." With that said, he joined the crowd in running. When you got to the cave, you began to kick rocks around, waiting for your partner to arrive. Under one of the rocks, you found an old, dusty emergency map of the cave. Once your partner arrived, you cautiously crept into the cave.

Quest Goals

Your goal is to find and kill Jaes. You've heard rumors about unactivated glyphs of transport in his cave, so if you can activate them, all the better. You start with 8 conquest tokens.

Important: Pull out Curse of Rot and Flame Strike out of the gold treasure deck. Set them aside for later. No hero can be Jaes.

Area 1

As you walk through the door, you see a bunch of monsters wandering the cave. In front of you is a corridor that leads to two different rooms. Examining the room you are in, you see a gleaming treasure chest to your left.

Area 2

A giant ogre surround by skeletons appears in your face. Looking behind the ogre, you see a red rune-key. You start to fight your way to the key, thinking it might be useful later on.

Area 3

Two beastmen greet you menacingly as they walk down the corridor. Behind them, you can see a pair of sorcerers trying to tell what two manticores to do.

Area 4

This room seems pretty empty. Another pair of beastmen are patrolling the corridor. Two sorcerers just lounging about get up as soon as they hear you come in.

Area 5

A naga sits in the center of the room. Several razorwings fly about the room. A sorcerer sits in the corner of the room keeping an eye on his dog.

If the heroes have been to Area 6 already, read this, also:

This room looks oddly symmetrical to the room acroos the hallway.

Area 6

A group of razorwings are flying around an angry naga, who is snapping a them. A sorcerer looks lazily at them, then starts to attack you.

If the heroes have been to Area 5 already, read this, also:

This room looks oddly symmetrical to the room across the hallway.

Important: The naga here is enraged by the razorwings. It has 2 extra armor and wounds. One turn after all the razorwings are dead, the naga calms down again.

Area 7

As you walk in the room, so carefully guarded by three rune-locked doors, you see Jaes sitting alone in the center of the chamber. Jaes looks at you and casts a summoning spell, summoning beasts from hell itself. As the gate to hell opens, a demon, followed by two loyal hounds and a pair of skeletons, come out.

Important: The master sorcerer here is Jaes. He is carrying Curse of Rot and Flame Strike. When attacking, Jaes rolls 3 black dice. His armor is 7 and he has 20 wounds. The Overlord can switch between the items when Jaes is activated. Instead of collecting threat tokens for surges, the Overlord can spend them on extra damage, range, etc.

Chests

Copper 1	1 curse 50 coins 1 copper treasure
Copper 2	2 conquest tokens 50 coins 1 copper treasure
Copper 3	3 curses 2 copper treasures
Silver 1	3 conquest tokens 100 coins 1 silver treasure
Silver 2	2 curses 50 coins 2 silver treasures
Silver 3	1 health potion 1 silver treasure
Gold 1	4 curses 2 gold treasures
Gold 2	2 curses 2 conquest tokens 50 coins 1 gold treasure

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